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2 **ABSTRACT**
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4 Methods and systems for creating and rendering skins are described. In one
5 described embodiment skins can be defined as sets of script files, art files, media
6 files, and text files. These files can be used to create new and different skin
7 appearances, layouts and functionalities. The files are organized for use using a
8 hierarchical tag-based data structure, an example of which is an XML data
9 structure. The data structure is processed to provide an object model. The object
10 model can be a scriptable object model that enables script to execute to provide an
11 interactive, dynamic skin that can respond to internal and external events. In one
12 embodiment, a computer architecture used for rendering the skin includes a layout
13 manager that processes an intermediate representation of the XML data structure
14 to provide the scriptable object model. Various components of the scriptable
15 object model can include a script engine for receiving and executing script, and
16 one or more rendering elements. Each rendering element represents a different
17 skin element and can be individually configured to respond to script via the script
18 engine. The inventive systems and techniques can provide a robust, dynamic skin
19 that can be rendered and re-rendered at runtime.
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